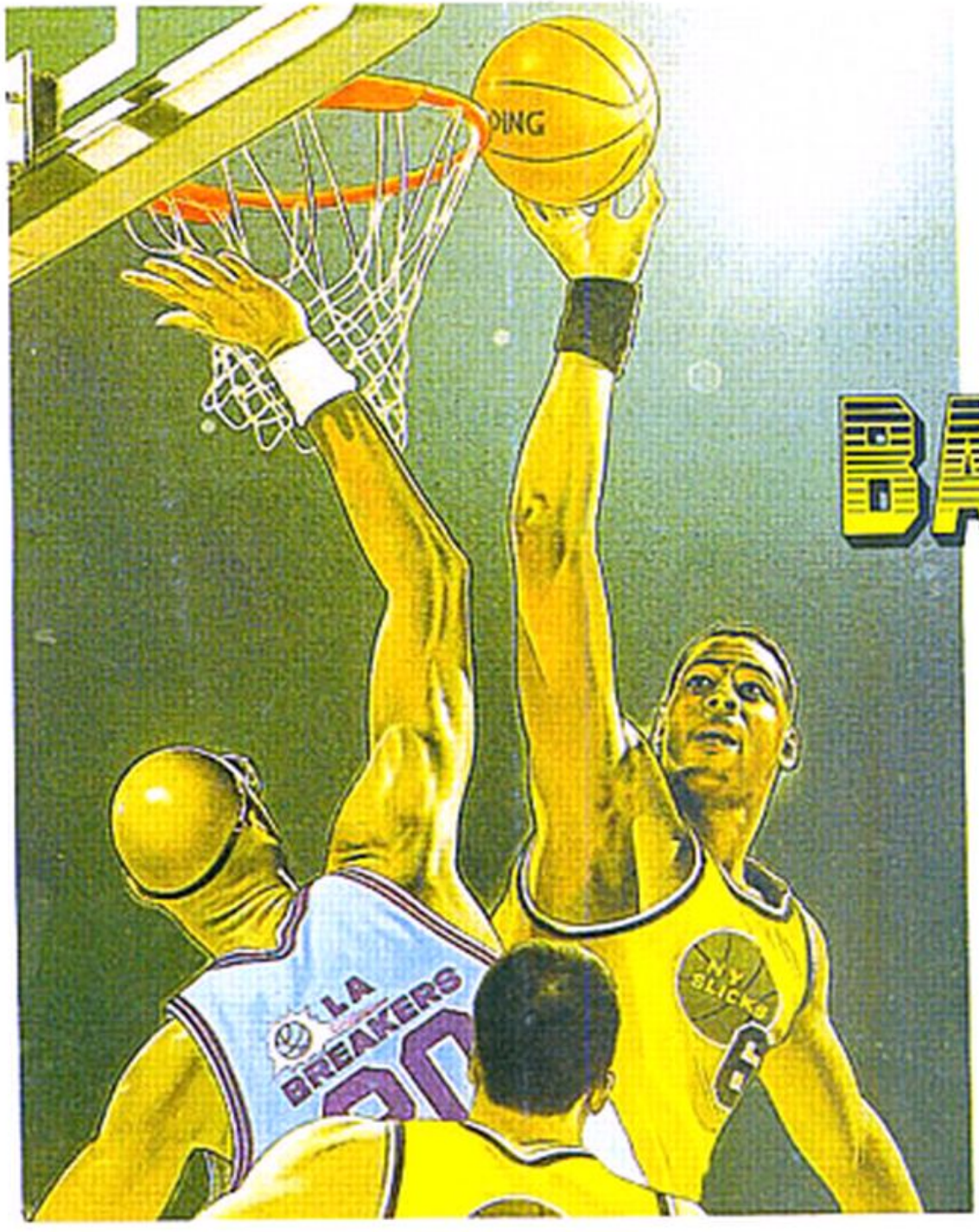
NES-A2-USA



ALL-PRO BASKETBALL™

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

VIC TOKAI™

Thank you for selecting the fun-filled ALL-PRO BASKETBALL™ game pak by VIC TOKAI, INC.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value.
Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.™

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ALL-PRO BASKETBALL MANUAL

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the control Deck.

INTRODUCTION

America's home-grown sport of basketball is an exciting game of tremendous popularity. All-Pro Basketball was designed to bring the same excitement and the realism of the original. The same rules, techniques, and action you have come to expect in the sport are very much a part of All-Pro Basketball.

All-Pro Basketball comes with eight teams representing the cream of professional basketball. You will have to work hard at bringing the championship to your team!

If you live for the fast break, dream of the slam and jam, and play to win them all, then All-Pro Basketball is the video game for you!

GETTING STARTED

◆ Selecting Mode

Four different playing modes can be selected. The playing mode can be selected from the title screen by pushing the A-button.

※ Player vs Computer (in league competition)

※ 2 players vs Computer (in league competition)

※ Player 1 vs Player 2

※ Computer vs Computer

✣ button : Select

A-button : Decide

◆ Selecting Teams

When the game starts up, you can select the teams from among those indicated on the screen. Each of the eight teams has different skills. Some may be skilled defensively; others may have gifted offensive players. Choose the type of team you want to have! Once you've got your teams, you can get going!

All-Pro Basketball League

New York Slicks

Chicago Zephyrs

Boston Redcoats

Los Angeles Breakers

Dallas Stallions

Phoenix Wings

Seattle Sonics

San Francisco Bayriders

<Slicks>

✣ button : Select

A-button : Decide

League Competition

Each team will play each other 5 times for a total of 35 contests during the "season". A team needs to win at least three times against each opponent to become champion. If you keep in mind that each team possesses different skills, you can come up with some very interesting match-ups. You can also do some exciting things by teaming up with a friend to fight the computer's team.

Player vs Player

There is some exciting, realistic action in this mode, including fouls and steals.

All-Pro Basketball As A Spectator Sport

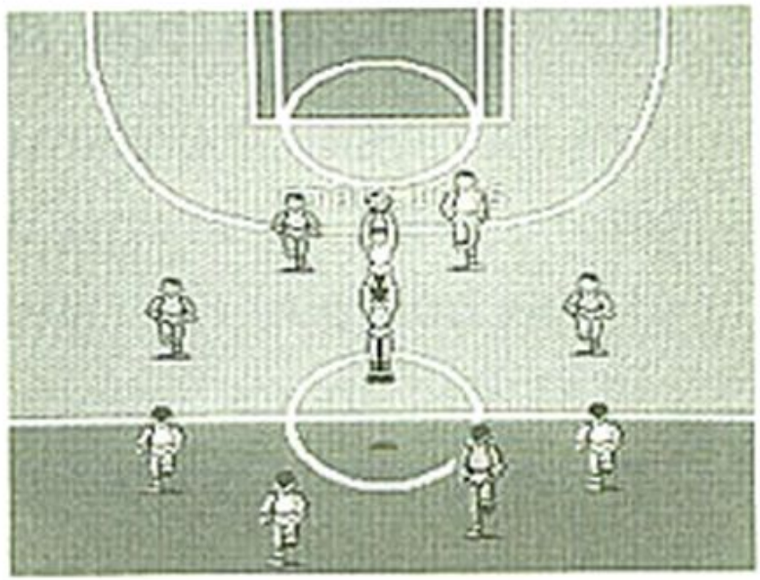
You can also sit back and enjoy All-Pro Basketball as a spectator. The opposing teams will compete under the guidance of the computer. Here you can study how the game can be played at its highest level. This is where you pick up tips and techniques from the Pros!

PLAYING ALL-PRO BASKETBALL

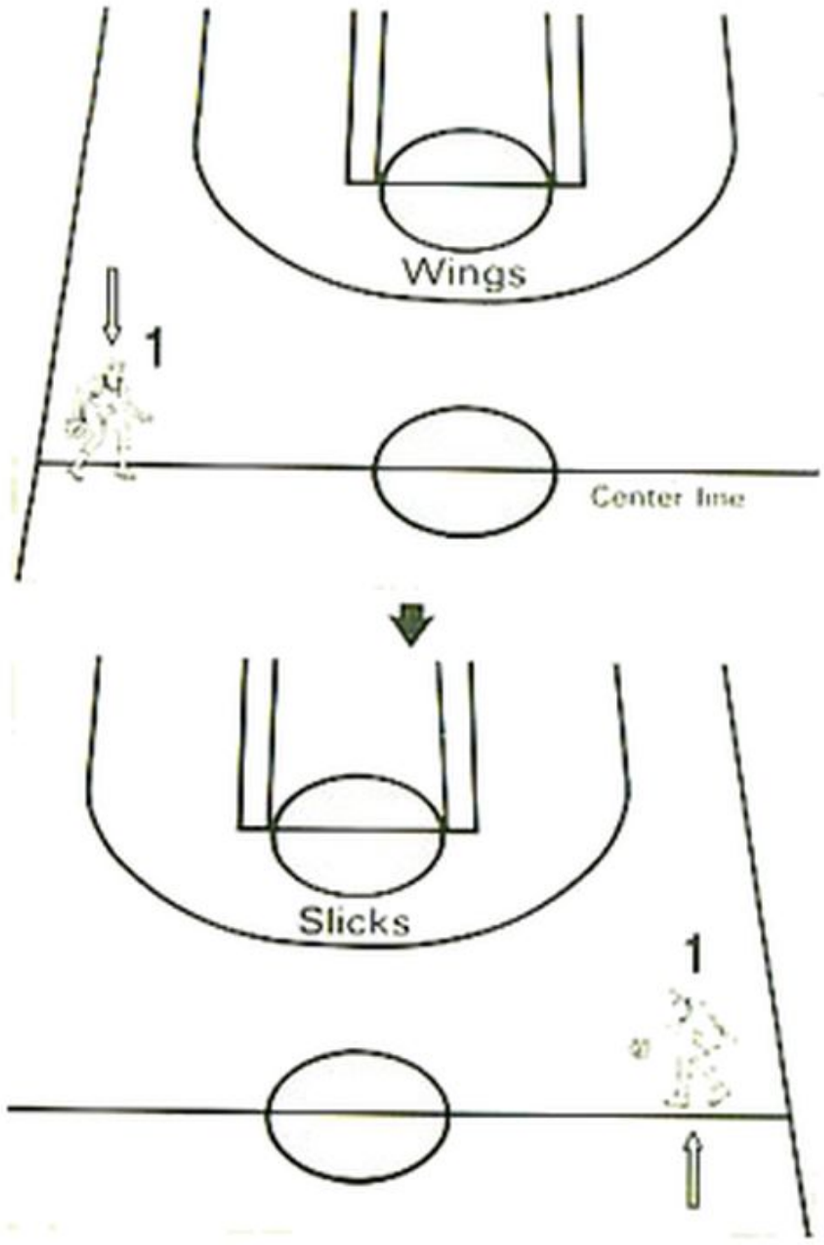
◆ Tip Off

The game begins with a tip off (jump ball) between the opposing teams. Each team will suit up twelve players. Five of these can be on the court at the same time. You must dribble, pass, and shoot all the while with a clock ticking down during the action.

<Jump ball>



<Slicks vs. Wings>



↓ Direction

The screen will scroll both vertically and horizontally in the course of a game.
When crossing the center line the screen will flip to the basket you are approaching.

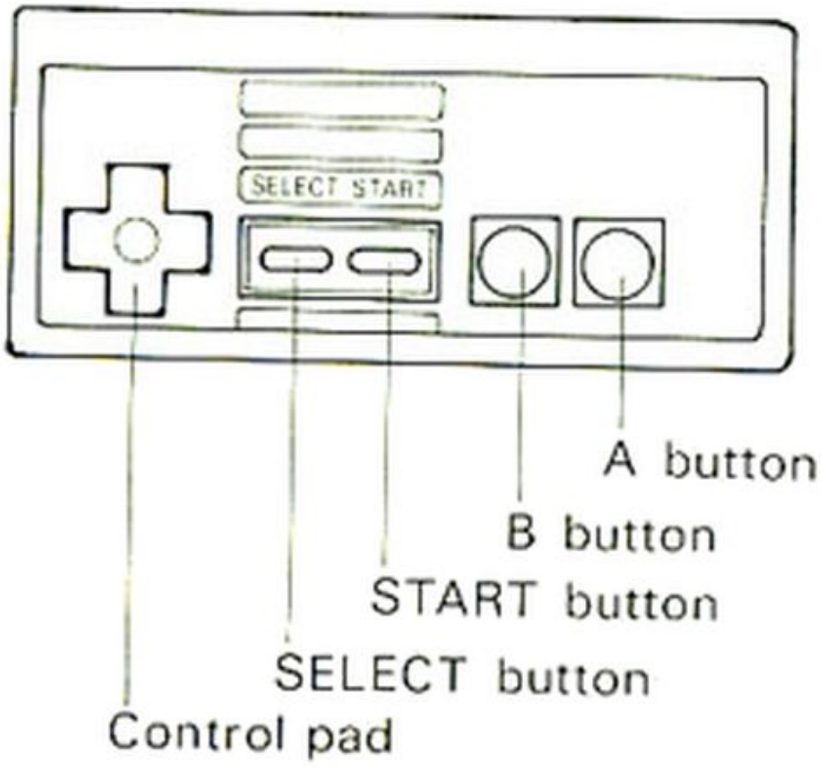
↑ Direction

There is a three-point shot line on the court. A shot from beyond this line is worth three points when the shot is made.
Note: Stand near the sidelines on three-point attempts from the side.

There are twenty minute for each half of the game. If there is a tie at the end of regulation play, you will go into a five-minute overtime. Of course, real time is different from the time shown on the scoreboard in All-Pro Basketball.

CONTROL

◈ Controller parts



★Single Player vs. Computer (CPU)

Player 1 vs. Player 2

(Offense)

Basketball players can be controlled individually.

Numbers will appear over the head of the basketball player that can currently be controlled.

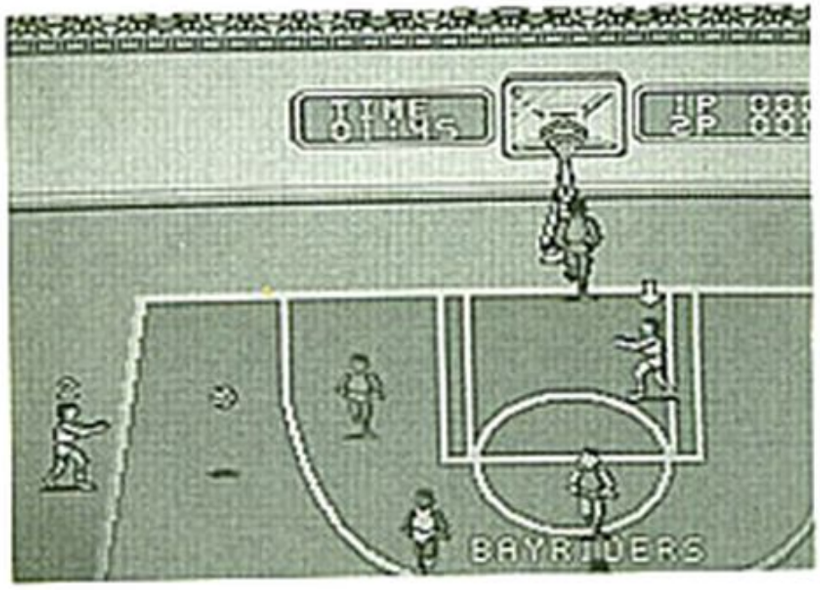
(Note : Select-button has no effect.)

Note that both the number 1 and the number 2 will appear in a player vs. player game.
Only a number 1 appears in a player vs. computer situation.
The ✣ button manipulates the direction of the basketball players.

Passing

Pushing the A-button on offense will allow you to pass the ball, including inbound passes, to another basketball player.

<Inbound Passes>



Jumping

The B-button makes a basketball player jump.

Making a Jump Pass

Push the B-button, then hit the A-button quickly.

Shooting

Push the B-button, then hit the B-button once again quickly.

Make your passes only to those basketball players which have an arrow over them. You may have several passing options, so you will need to indicate the basketball player to receive your pass by using the ✣ button.

QUICK Reference

A-button : Pass/Inbound

B-button : Jump

B-button followed by the A-button : Jump pass

B-button followed by the B-button : Shoot

✣ button : Movement of basketball players; selecting receiver of pass.

(Defense)

You can control the basketball players indicated by the number 1 (or 2 in two player games). The ✣ button not only allows you to move individual basketball players, but also allows you to make steals. If you can manage to touch a ball being dribbled by your opponent, you will get a steal.

Pushing the A-button places the number over the head of your player closest to the opposing player who has the ball.
Pushing the A-button one more time puts your player into a defense posture that will help him steal the ball.

Quick Reference

A-button : Moves the control mark (the number 1 or 2) Also puts player into defense posture.

B-button : Jump

✣ button : Move basketball players.

★2 PLAYERS VS. COMPUTER (CPU)

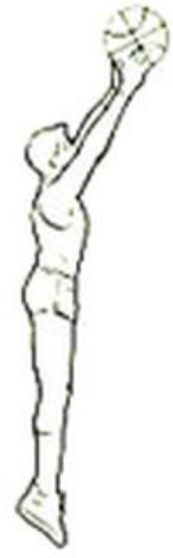
In this mode 2 players can share control over a single team; the other team will be controlled by the computer. Player 1 controls the basketball players which are indicated by the number 1, player 2 controls those basketball players with a number 2 over their heads.

On offense you can pass the ball to the players on the screen which are under your control. For example, if you are player 1, four players on screen are under your control; the one which has the number 1 above its head and three more players. This means that your partner (player number 2) has control over the one remaining player on the team. To pass the ball to the screen player controled by your partner (player 2) you must put the arrow over the screen player marked with the number 2.

◈ Play Action

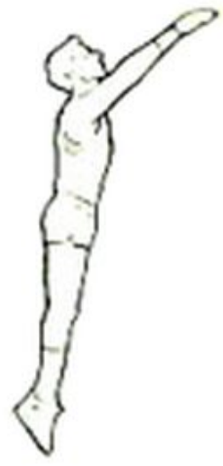
(Offense)

Pass/Inbound



Jump

Jump Pass



Shoot

(Defense)

Jump

Defense Posture

◈ Substitution of Players

You have the ability to substitute players on your team. The lineup is up to you. Choose the five players that you want to play with based on their unique individual skills. Remember that basketball players get tired!

You should substitute wisely. On your roster of twelve players, some players may possess defensive skills others offensive talent.

〈Slicks〉

(Player sub screen)

《Skills》

SP	Speed
ST	Shooting talent
DF	Defensive skill
7-1	Height
201	Weight

The bar graph indicates a player's stamina at any time. If this is getting low, substitute !

The skills and the stamina of your players will be shown when you pop up the Player Sub Screen.

Each player's stamina will be displayed in one of three colors. At first the color is green, then yellow, and finally it is red. Green indicates the highest degree of stamina. A player must rest on the bench for some time to regain his stamina.

Note : All players on your team have a hidden skill. You will have to play them to find out what these secret skills are.

(Using the Player Sub Screen)

You can only use the PLAYER SUB SCREEN when play has been stopped because of a foul. Note that you can only substitute one player at a time. Return to the game screen and pop up the Player Sub Screen again if you wish to substitute an additional player. All substitutions must be made quickly between the time the whistle is blown and the time the foul shot is taken.

Pushing the A-button and B-button simultaneously will pause game play after a foul has been called. The ✣ button moves the arrow to the basketball player who will be pulled out of the game. After this, pushing the A-button will bring up the Player Sub Screen. In the Player Sub Screen, the word OUT will be shown to the left of the player just removed from the game. At this point you need to select the player to go into the game. Once again, the ✣ button will allow you to select the player. You will be able to choose from among those players with an IN to the left of their name. Pushing the A-button with the marker on your choice puts that player into the game.

Note : Only one of your four star players (their pictures will be displayed) can play in the game. This star must play with four other players on your team.

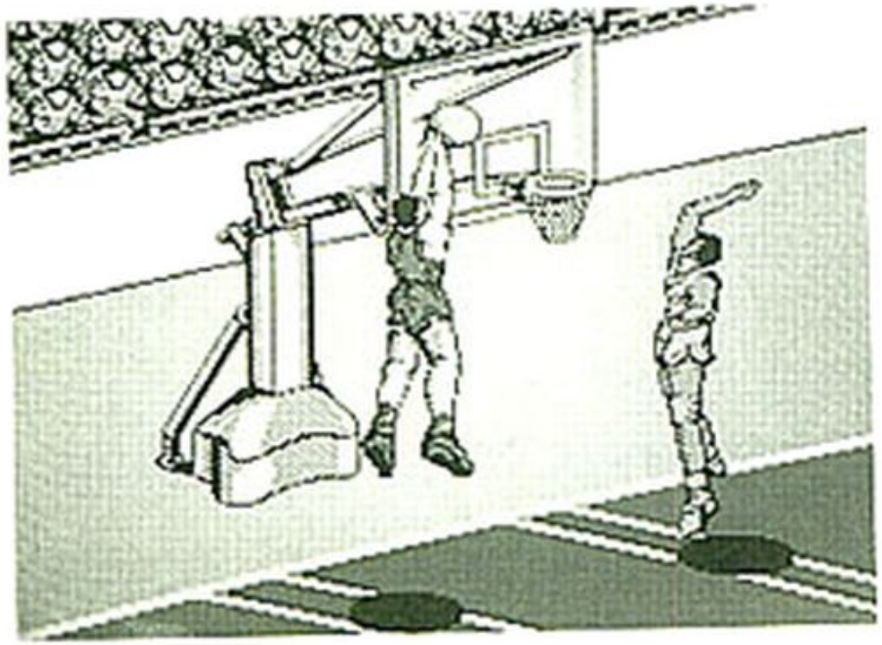
Quick Reference

A-button with B-button :	Pause play.
A-button :	Pop up Player Sub Screen. Select player to go into game.
B-button :	Cancel selection.
✣ button	Moves arrow. Selects player to go into game.

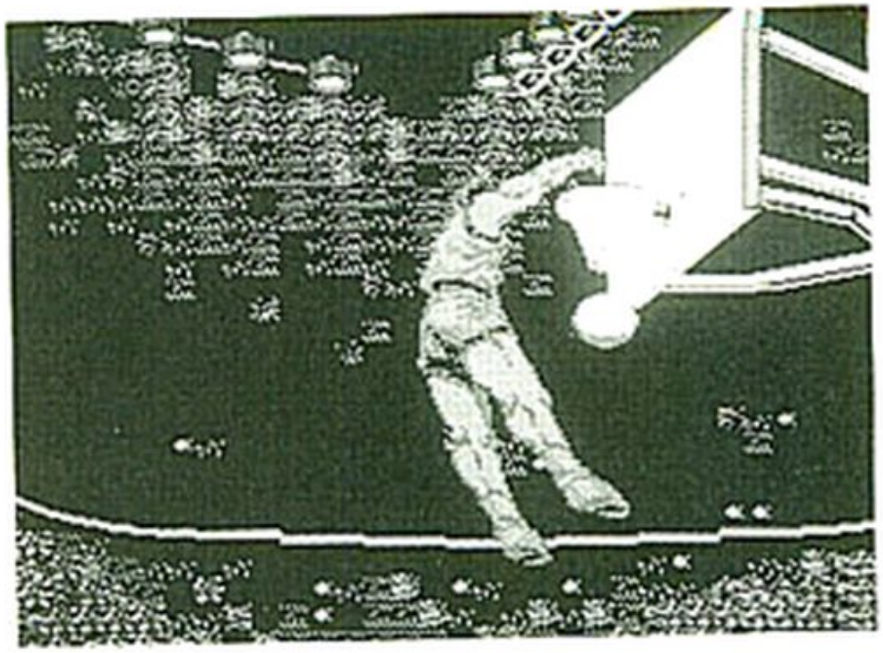
◆ Zoom Animating

At an appropriate time the screen will switch to Zoom Animation during a dunk shot. You'll get an "in your face" view of a slam dunk!

〈Pro Dunk Shot〉



〈Super Slam Dunk!〉

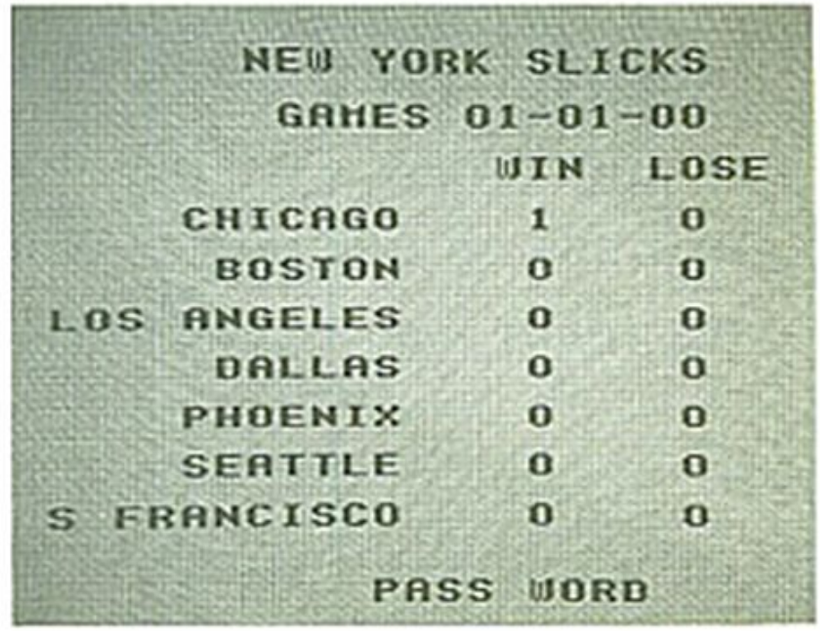


Different dunks will be shown in close-up detail. You'll see twists, turns, double pumps, and even the guy who crams your shot attempt down your face!

CONTINUE OPTION

◆ Password

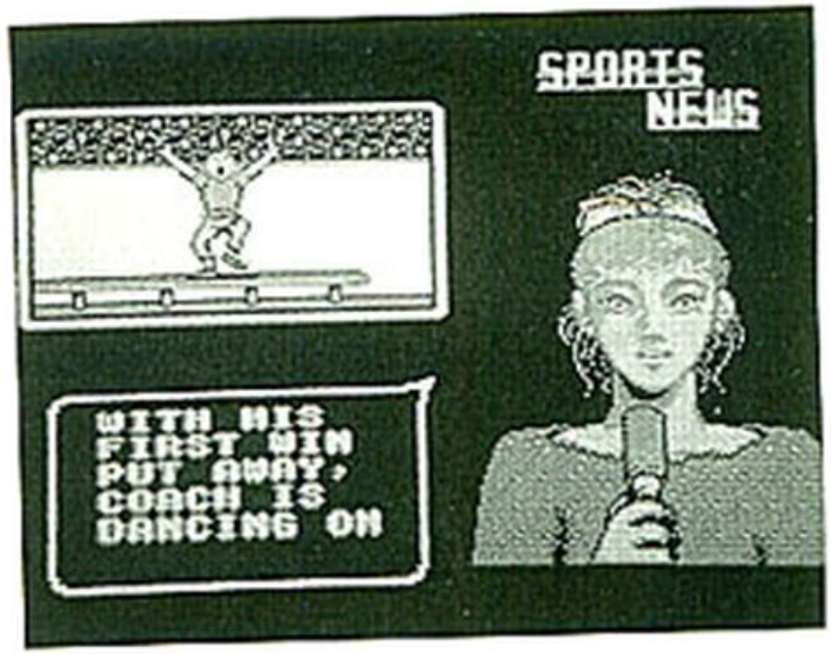
In league competition, after a game is finished, the Password Screen will pop up. This screen will illustrate your teams record against all teams in the league, and a password that will enable you to use the Continue option. When returning to your NES, you can simply choose the Continue option and then enter the password to proceed at the point you left off. All previous games in league play will have been recorded in memory!



(Password Screen)

◆ ON THE AIR with All-Pro News

Once you have the Password Screen, pressing the A-button will pop up the All-Pro News segment. Here, Tracy, the All-Pro News reporter, will interview the coaches of teams in the league. The coach's expression will depict whether his team has just won or lost.



(All-Pro News)

FOULS

~ Personal Fouls ~

These fouls include pushing, charging, blocking, etc. Upon a personal foul, the ball will change hands.

~ Violations ~

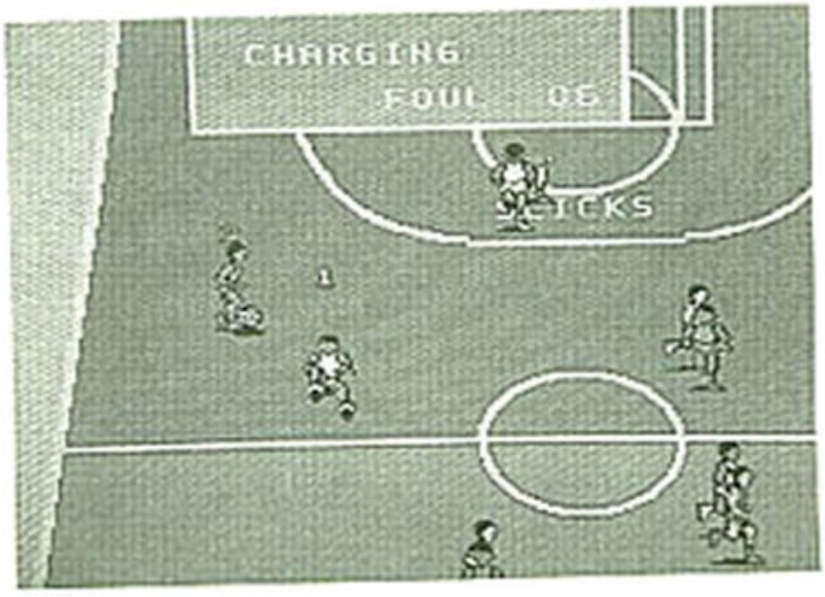
These include travelling, over-and-back (for the sake of brevity we will refer to this as "back pass" in the game), out-of-bounds. 5-seconds, 10-seconds, 24-seconds, etc. Upon a violation, the ball will change hands.

~ Others ~

If your team has 8 fouls in a half, the opposing team will go to the free throw line, and upon each foul thereafter. A foul committed "in the paint" (in the key area) will give the opposing team a free throw.

If a foul is called, you will hear a whistle. Immediately, the type of foul called will be displayed on the screen.

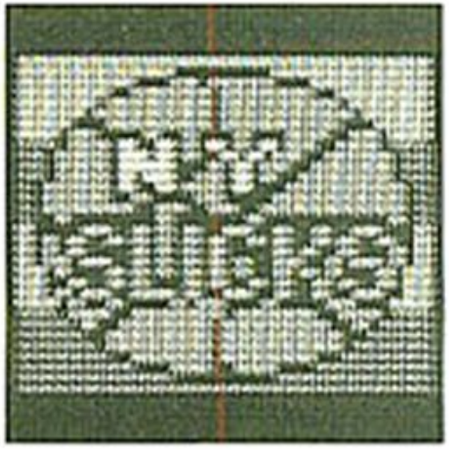
<Foul Call>



<Free Throw>

You will get two chances to hit a free throw whenever a foul is called. Pushing the B-button will shoot the ball, but you must time your shot with the arrow moving above the hoop.

TEAM INTRODUCTIONS



(New York Slicks)

Balanced offense and defense. Shooting skills are among the best in the league. Experts give this team a good shot at the championship.

(Chicago Zephyrs)

An aggressive team, bruising on the dribble, drives hard to the hoop. However, they often miss their slam dunks. They are also a bit careless with the ball; it's easy to steal on them.

(Boston Redcoats)

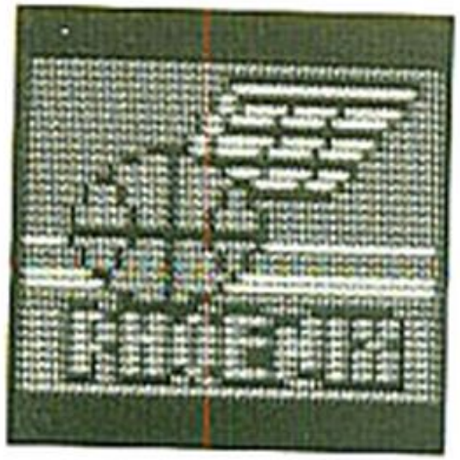
This team plays better offense than defense. There are fine dribblers on the squad, and they shoot well from "inside the paint" and from medium range.

(Los Angeles Breakers)

This team is gifted with speed, and can really move the ball on the break. However, they do not shoot well from medium and long range. Their defense is quick, but inconsistent.

(Dallas Stallions)

This team plays better defense than offense. Shooting is spotty, but players can put it in from anywhere on occasion.

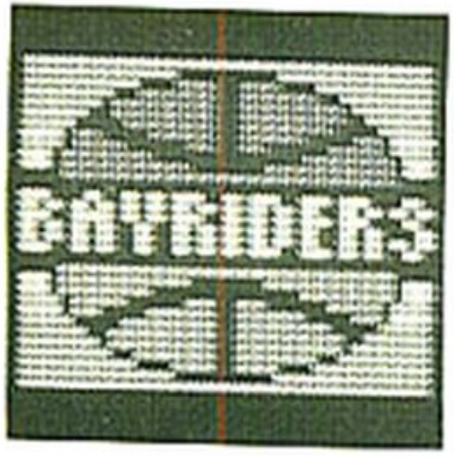


(Phoenix Wings)

Overall, this team has more talent than the Slicks. A gifted team on offense, particularly on handling the ball. Their weakness is a tendency for selfish play.

(Seattle Sonics)

Exceptionally quick passing on this team. These guys can really put up the threepoint shots. Ball-handling is weak, but don't take this team lightly.



(San Francisco Bayriders)

This team plays tremendous, pressure defense. Passing is weak so opposing teams often come up with a steal. However, no team can beat this team's longrange shooting.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no quarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES intn a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technlcian for additional suggestions. The user may find the following bnnklet prepared by the Federal Communication Commission helpful :

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

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